WAR DEPARTMENT PAMPHLET No. 20-10

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WAR DEPARTMENT

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By order of the Secretary of War:

G. C. MARSHALL,
Chief of Staff.

Official:

J. A. ULIO,
Major General,
The Adjutant General.

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WELCOME HOME!

★ You're returning to the greatest country in the world from the greatest experience of a lifetime in the greatest of all wars.

★ Everybody at home is going to make a fuss over you. They'll give you a big welcome. They'll ask you endless questions.

★ It's only natural that you'll want to tell them all about it.

BUT when you talk remember this:

Hearsay information originating from returned soldiers is one of the most important sources of information to the enemy.

★ You probably have the feeling you've left the enemy far behind you. You haven't. Naturally, he's doing his best to operate in America.

The Army isn't so much worried about your shooting your mouth off to strangers. *You've* been around and *know* better.

The Army is concerned about your friends, neighbors, family, and even local newspapers, innocently spreading things that you might tell them.

Whisper sweet nothings

...ONLY!

★ If you've got a wife or sweetheart waiting for you—what an audience she'll make! She'll listen starry eyed to everything you tell her. You'll be her hero whether you like it or not. If you're human, you'll like it—too much.

Go ahead and trust her with your plans for raising a family, *but*, not with plans for military operations that you know about or just guess about.

★ How your folks' eyes will bug out if you tell them everything you've seen! They'll eat it up—they'll love it. It's going to be tough to hold back. They're dying to know every detail.

But others may die
if you tell all you know!

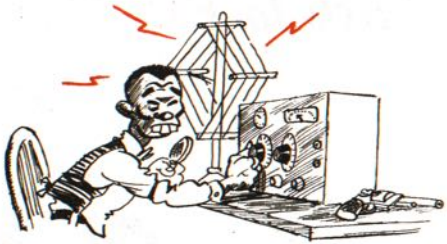
Right from the horse's mouth

★ Home folks don't seem to understand that the seemingly unimportant facts you might give them about *Where* you've been, *What* you've seen and *Who* you've met, pieced together by the enemy, can give him the *WHAT? WHERE?* and *WHO?* of military operations, the things that constitute Battle Order information. If the enemy can find out, from hearsay, where our forces are, how they're equipped and who commands them—he has a mighty good chance of guessing our military plans.

★ If you're a hero the big newspapers and radio networks will want your story. But even if you're just an average G. I. the hometown papers will probably be after you every soldier returning from overseas has a story to tell. In all such stories there are interesting facts the enemy would like to know. No soldier will knowingly reveal information which risks the lives of his comrades no American newspaper will knowingly print it.

But often enough to cause serious concern, such facts are revealed through carelessness.

It's going to be hard to resist that natural urge to impress your hometown folks by getting a big splash in print. But if what you say violates Army Regulations or any of the points outlined in this booklet, don't say it. Not even off the record—*there's no "off the record" in war.*



24 HOUR SERVICE

News published in U. S. newspapers has reached enemy countries within 24 hours. Don't talk to the press at all unless a Public Relations Officer has cleared your story. Whatever becomes printed cannot be unsaid.

Stick to PERSONAL experiences

★ If you limit your conversation to human interest, first hand, eye witness accounts of your *own* experiences, you'll probably be on the safe side. Just don't get specific unless the Public Relations Officer says you can. It's also OK to give general descriptions of the countries you've been in, and discuss the habits and customs of the natives there.

Opinions

★ Don't identify your unit without first getting permission from a Public Relations Officer.

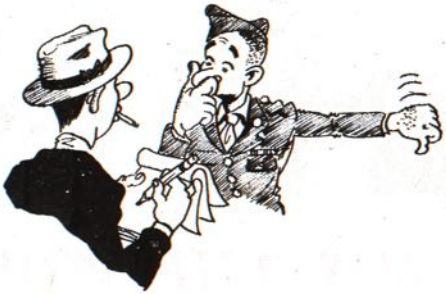
★ Don't mention specific places where you've been stationed. Use authorized generalizations like New Guinea, Italy, Northern Ireland, etc.

★ Don't mention secret arms, equipment, procedures, flying techniques, strength of units, or figures on casualties.

★ Don't air opinions about fellow soldiers you may not like. Don't criticize our Allies.

P.S. So long as you are a soldier you are subject to military procedures and law. Severe penalties for violation of Security Regulations are just as applicable in America as Overseas.

and predictions are OUT!



★ Few persons in this war are in such a position that they are qualified to make overall judgments. Decisions and criticisms of strategy or broad military operations should be left to those authorized to speak about them. Complaints about equipment or training are not subjects for public discussion—there are effective and proper ways to make suggestions within the Army. Do not voice opinions on politics or any issue of civilian controversy.

MUM'S THE WORD

on escapes and evasions

★ If you have been captured by the enemy and have escaped, don't give details of your escape. The method you used may be helpful to others, if the enemy doesn't know too much about it. The same thing goes for any story that you might know about evasion of capture in enemy territory; the people who helped you can still help others.

Your PRO is your pal...*

Remember—don't give any interview or publish anything or make any public appearance without first checking with the nearest PRO and "getting clearance." That's an Army regulation. You can get in plenty trouble by forgetting it. The fact is, of course, that the PRO is your pal. His job is to advise you and to keep you *out* of trouble.

★ Public Relations Officer.

The public at home plays a great part in the war effort. They supply the money for war, the materials of war, and countless services that enable the Army to carry on. They are sharing this war with you, and the Army believes these folks have a right to be as fully informed as possible.

But no American would want to know anything, however small, that would be dangerous to know. Even if he could evaluate its danger he would prefer not to carry in his mind a potential weapon against the soldier overseas.

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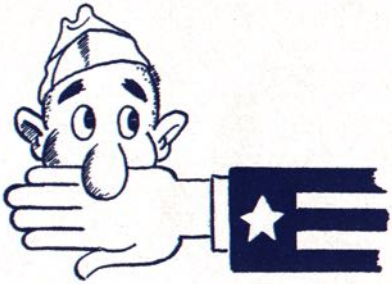

Silence means Security

Show this booklet to anyone who asks too many questions. It may help to explain why you cannot answer them all.